

GAME BOY ADVANCE



INSTRUCTION BOOKLET

AGB-BU5E-USA

DSI
GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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Rev-D (L)



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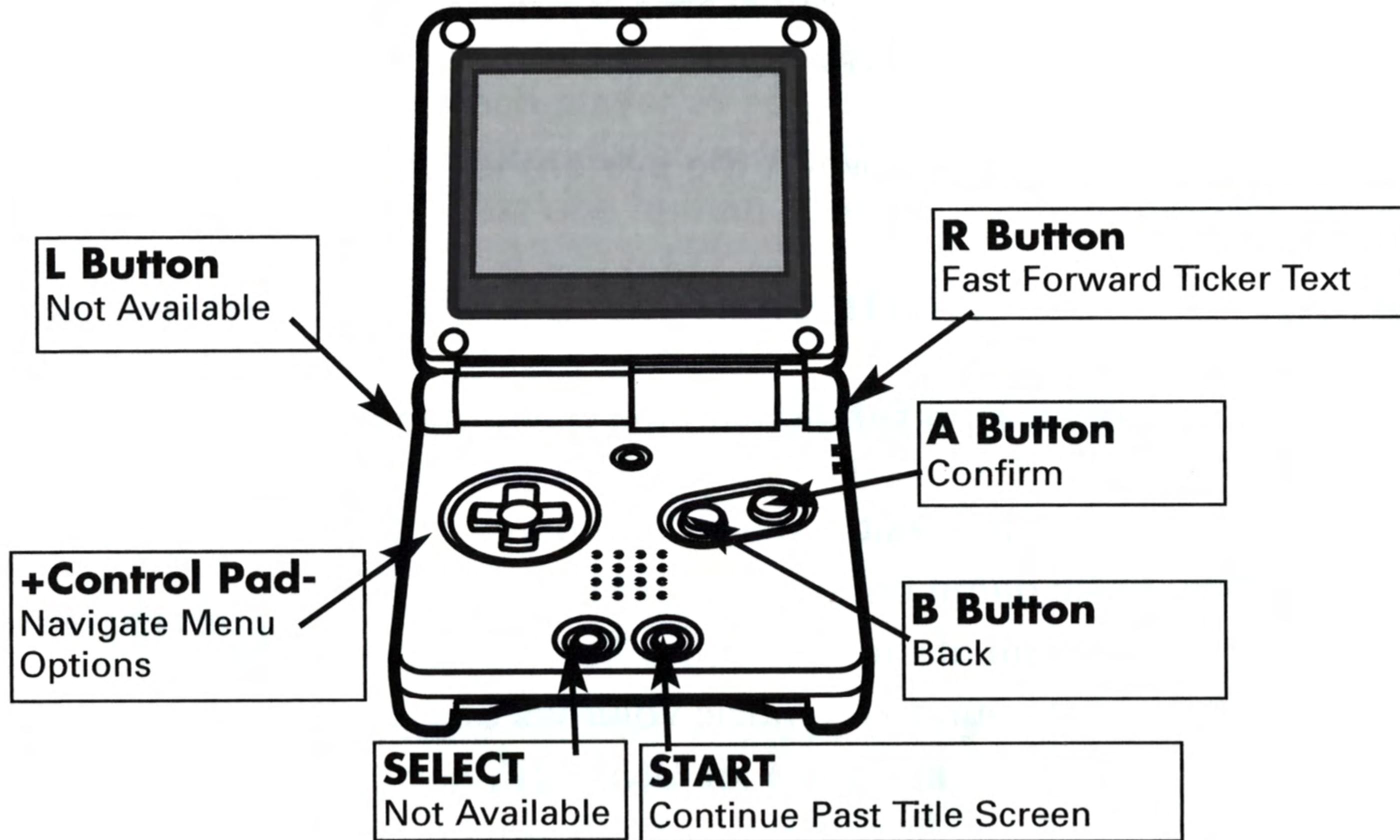
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Introduction

UNO 52™ is an innovative coupling of poker with the UNO card game we love. This game is just as engaging for the no holds barred Poker champs as it is for the on-the-go family looking for a new group activity. Now there's no need to use cards, boards, and chips to experience the gaming enjoyment of these classic card games. You can start playing at any time and place!

This compilation features a "hot seat multiplayer" feature. This feature allows up to 4 players to play together on a single Game Boy® Advance system and one Game Pak. One player takes a turn, and then hands the Game Boy® Advance system to the next player, who takes their turn, and so on for up to 4 total players.

Menu Controls



Starting the Game

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

Main Menu

After selecting a game, you are presented with the Main Menu where you can select one of the following options:

Custom Game – customize all possible player and game options.

Quick Play – set only basic game options to quickly start a game.

Special Modes – try out some of the new and different modes.

Pre-game Options – adjust sound and music volumes or view the game's credits.

Information – view the controls and rules for UNO 52™.

Custom Game Setup

Selecting a custom game gives you full control over how to play. You can set the number of players, customize each player, and choose which game type, alternate cards, and house rules to play with.

Custom Game Player Setup

After selecting a Custom game, you must first set your player options. First you can set the number of players and whether to play a team game. Team play is only available in a 4-player game. Next, you can set each player as either human-controlled or computer-controlled as well as set the computer difficulty level. Player 1 must be human-controlled, since every game must have at least one human player.

Custom Game Player Personalization

After the Player Setup, all human players will take turns personalizing their player information. Each player can enter a name of up to six letters and choose an icon to represent them in the game.

Game Settings

The Game Settings menu is displayed after all players finish personalizing their player info. This screen lists a number of important options for the Custom Game mode. On this screen, you can select the game type along with the win condition for that type. You can also select whether you would like to play with House Rules and Alternate Cards on or off.

Game Type	Win Conditions
Endless	N/A
Chips	50-500 (reach this amount)
UNO® Wins	1-10 (win this number of rounds)
Poker Wins	1-10 (win this number of rounds)
Pot Wins	1-10 (win this number of rounds)
Survival	25 - 500 (starting chips value)

Endless: Play endless rounds of UNO 52™. Between each round, scores will be shown in four categories – chips, pot wins, first-out wins and poker hand wins. Play continues indefinitely.

Chips: Players race to reach a set chips value to win. Between each round, scores will be shown. Players start with 25 chips and can go into debt. Once a player has reached the specified number of chips, that player will win the game.

UNO® Wins: Players must go out first for a set amount of rounds to win the game. Between each round, the number of UNO® wins for each player will be displayed. Once a player has won the UNO® hand the specified number of times, that player will win the game.

Poker Wins: Players must win the best poker hand for a set amount of rounds to win the game. Between each round, the number of best poker hands each player has won will be

displayed. Once a player has won the best poker hand the specified number of times, that player will win the game.

Pot Wins: Players must win the pot for a set amount of rounds to win the game. Between each round, the number of pot wins for each player will be displayed. Once a player has the specified number of pot wins, that player will win the game.

Survival: In a Survival game, all players start with a set number of chips. Players who lose all their chips are eliminated. Play continues until only one player remains.

Quick Play Setup

This allows you to quickly set up a game by addressing only the most necessary options. You will be asked to select the number of human-controlled players, number of computer-controlled players, game difficulty, and game type. Players will be given a default name and icon.

Special Modes Menu

This menu allows you to choose one of four single-player Special Modes. The following modes are available:

Challenge Mode – challenge yourself with one of 5 unique levels or play a randomly

generated level for a new experience each time.

Endurance Mode – maximize your score by winning big without losing too many times!

Timed Mode – race against two clocks to score big before time runs out.

Solitaire Mode – try to play all the cards in this twist on classic Solitaire.

Theme Menu

Before your game starts, you must choose a background to view and a music track to listen to while you play. There are animated and non-animated backgrounds to choose from and music tracks in a number of different styles.

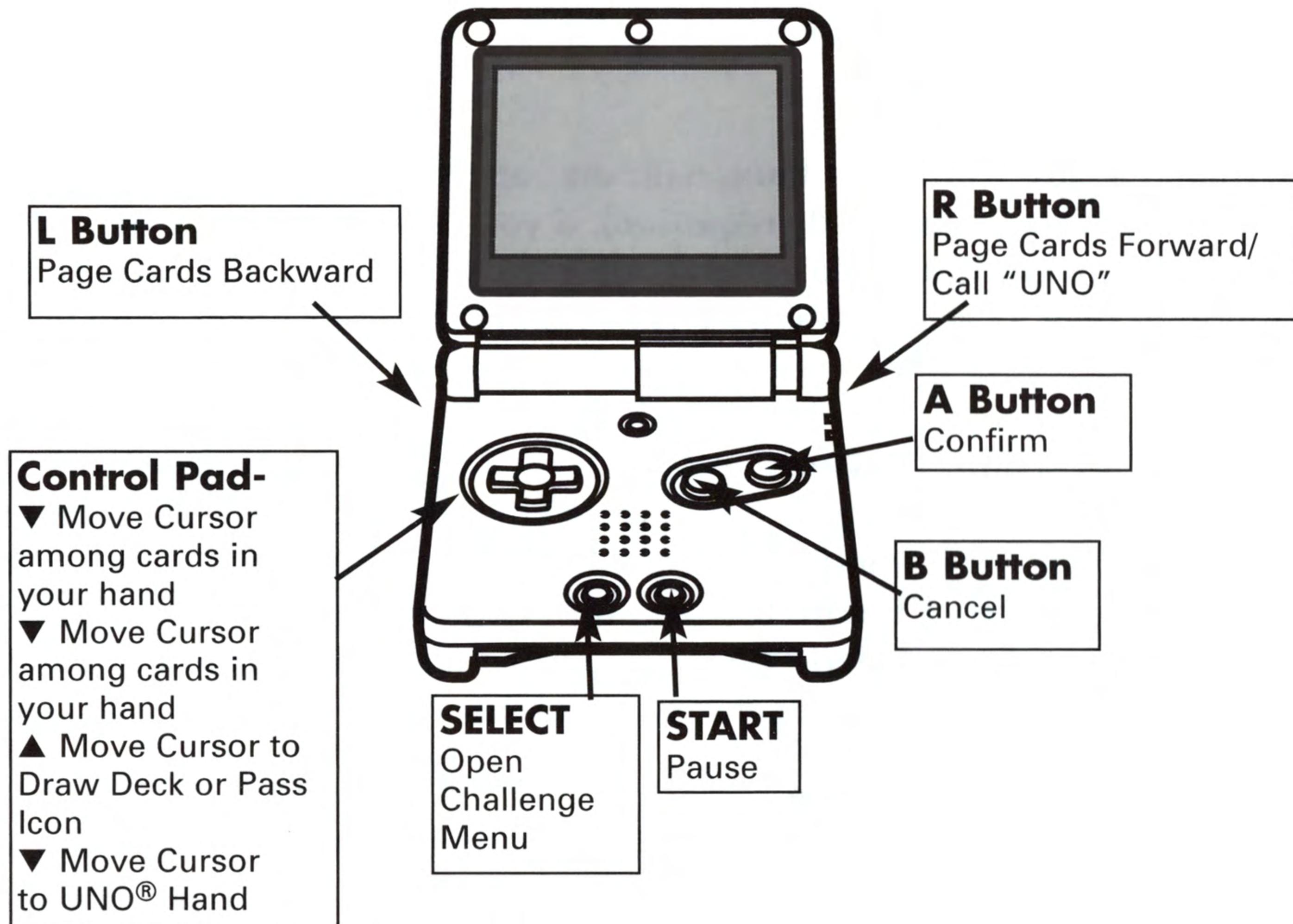
Pause Screen

The pause screen can be viewed by pressing START during a game. It shows the current game scores and it allows you to access the in-game options screen or quit the game.

In-game Options

This screen is accessed from the Pause screen and allows you to adjust sound and music volumes, change the current background, and change the current music track.

Game Controls



How to Play

Object: To win a round, be the first to discard all cards and/or the player with the best poker hand.

To discard, match a card from your hand with the top card on the discard pile by number/symbol or color (suits are disregarded). If you do not have any matching cards, you must take a card from the draw pile which ends your turn. If you successfully discard, you have the option to play a card from your UNO® hand onto your poker hand using the matching rules.

Action cards force an action: “Reverse” play, “Draw Two” cards, “Draw Four” cards or “Skip” next player. Wild cards let you name what color will continue play. Before discarding your second to last card (or immediately afterwards), you must call “UNO.” If another player catches that you forgot before the next turn begins, you will receive two cards from the draw pile. Once you have called “UNO”, you must wait until your next turn to play your last card either on your poker hand or the discard pile.

Deck and Action Cards

The UNO 52™ deck has 240 cards. There are four standard 52 card decks, each unchanged, save for being colored one of the four UNO® colors: red, yellow, green and blue. There is a blue deck, a green deck, and so on. There are also 32 of the regular UNO® action cards in the deck. These cards behave just as they do in original UNO®.



Draw Two Card: When played, the next person to play must draw 2 cards and miss their turn.



Reverse Card: This simply reverses direction of play. In two-player UNO®, it acts as a skip.



Skip Card: When played, the next person to play is skipped (loses a turn).



Wild Card: The person playing this card calls for any color to continue the play.



Wild Draw Four Card: Behaves as a wild and a draw card. This may only be played when the player has none of the active colored cards in their hand. Players may bluff and play it illegally, but the next player may challenge it using SELECT. If caught, the bluffing player must draw four cards. If the challenger is wrong, they must draw six cards instead of the four they would have.

Going Out

When a player has only one card left, they must call “UNO.” This is done by pressing the R Button before the second to last card has been discarded. If the player fails to do this, opponents can challenge that player for forgetting to call “UNO” by pressing the L Button. This challenge must be made before the next player draws or discards. Players who are successfully challenged for forgetting to call “UNO” are forced to draw two cards.

The player must also allow for an entire round of turns between calling “UNO” and playing their last card. However, once the round of turns has passed, that card may be played either on the discard pile or the poker hand.

Scoring

Chips are used in place of points to determine the winning and losing parties. Before each round, players all ante a white chip (1 point) to the pot. At the end of each round, the blue

chip (10 points) goes to the player who is first to go out and the red chip (5 points) goes to the player that finishes with the best poker hand. All players that did not go out first that round must pay one white chip (or one point in chips) per the remaining cards in their hand to the pot. For example, if a player has 5 cards remaining when the round ends, they must pay 5 points in chips to the pot. When a player wins both the blue and red chip, they win the pot as well. Poker hands are scored at the end of the round using standard poker scoring.

BEST

Five of a Kind	A straight flush of 10-J-Q-K-A
Royal Flush	Five cards in sequence, all of the same suit
Straight Flush	
Four of a Kind	
Full House	Two of one kind, three of another
Flush	Five cards of the same suit
Straight	Five cards in sequence
Three of a Kind	
Two Pairs	
One Pair	Two of a kind
High Card	Highest card in your hand

WORST

Team Play

UNO 52™ teammates play completely separately, while being affected by each other in the form of wins and chips. Between teammates, chips are shared. Should one win the poker hand and the other “go out” first, they will take the pot.

House Rules

Stack Draw Cards: When a Draw Two card is played, instead of drawing two cards, you can stack a Draw Two card on top. The next player would have to draw four or stack a Draw Two card on top.

Wild Draw Four Cards: Choose when Wild Draw Four cards can be played as well as whether to allow bluffing.

Draw Card Penalty: Choose the number of cards a player who is caught forgetting to call “UNO” must draw.

Dealt Cards: Select the number of cards dealt: from 5 and 15.

Wilds on Poker Hands: Wild cards can be played on poker hand cards. A new color is selected, but the suit and value of the card underneath are retained.

Alternate Cards



Wild Reverse: This card is a combination of a Reverse card and a Wild card. It can be played at any time, allows the player to choose the new color, and reverses the direction of play.



Wild Skip: This card is a combination of a Skip card and a Wild card. It can be played at any time, allows the player to choose the new color, and skips the next player's turn.



Wild Symbol: When this card is played on the discard pile, the player chooses a symbol (0-9, Reverse, Skip, Draw Two, All Draw Two). After the symbol is chosen, this card can only be played upon by matching the symbol or by playing a Wild card.



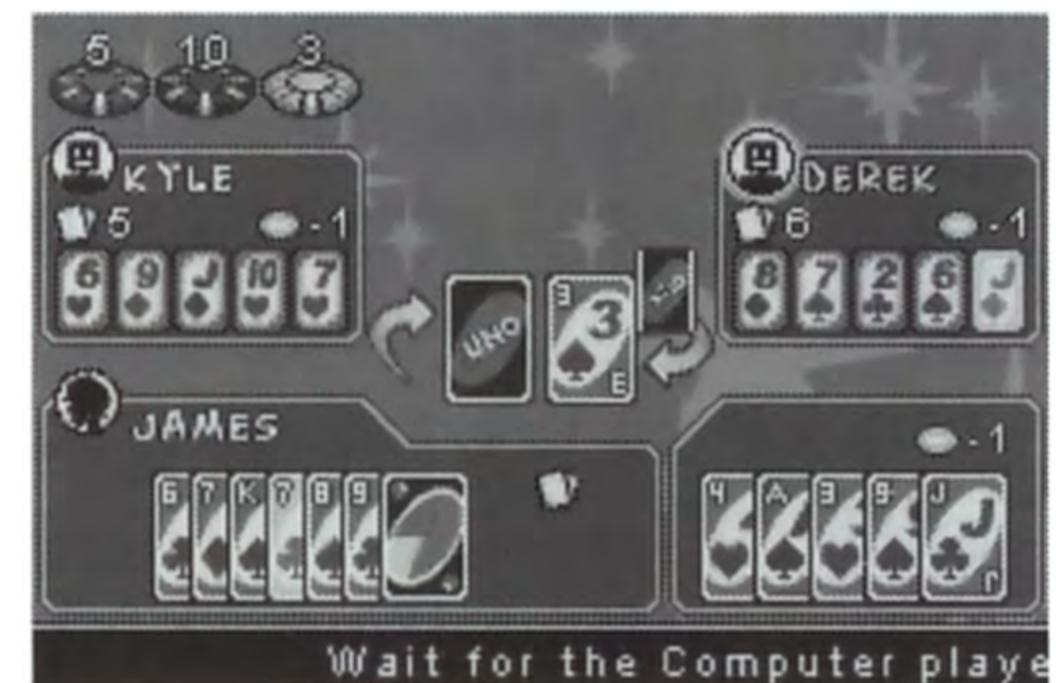
All Draw Two: When this card is played on the discard pile, all other players must draw two cards. This card is available in all 4 colors.



Joker Card: This card is available in all 4 colors and can represent any poker card value when played on a poker hand. Once played, the card number or value will change automatically whenever your poker hand changes. The Joker may also be played on the UNO® discard pile to match a like-colored card or another Joker, but no special actions occur.

Challenge Mode

Challenge mode is a set of five unique levels meant to be a test of your skill and patience. Each level is tiered in difficulty. Play the Challenge tier of five levels or generate a random Challenge level and play that! Every Challenge level has its own game type and win condition.



Level 1

Win Condition: Go Out First

Opponents: 2

Difficulty: Easy

Level 2

Win Condition: Get the best poker hand twice

Opponents: 2

Difficulty: Easy

Level 3

Win Condition: 100 Chips Survival

Opponents: 3

Difficulty: Normal

Level 4

Win Condition: Win the pot three times

Opponents: 3

Difficulty: Normal

Level 5

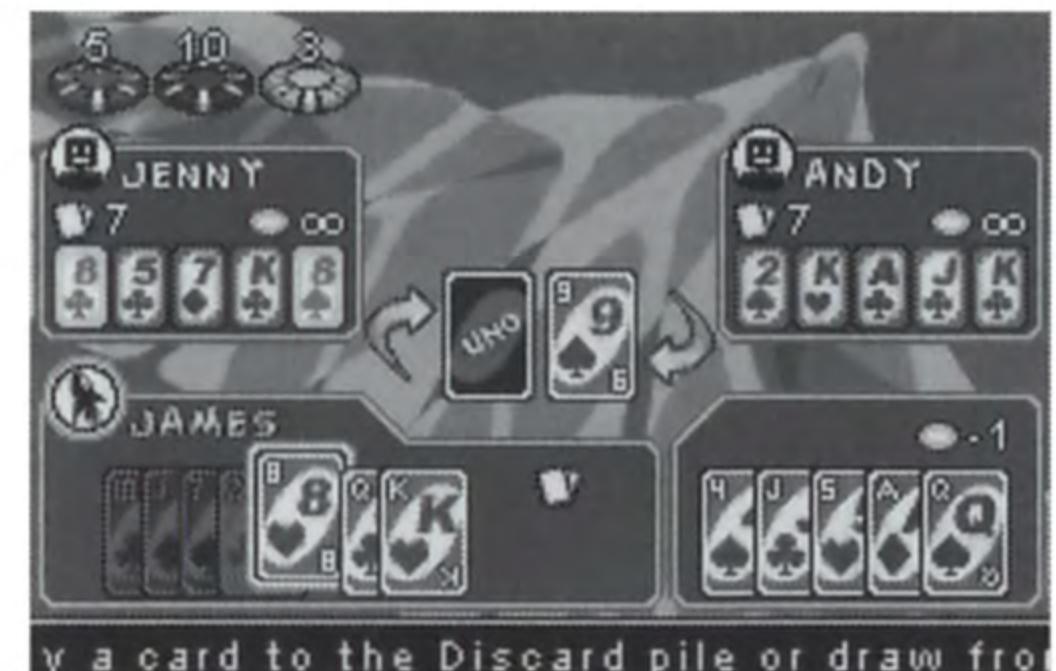
Win Condition: Be the first player to reach 250 chips

Opponents: 3

Difficulty: Hard

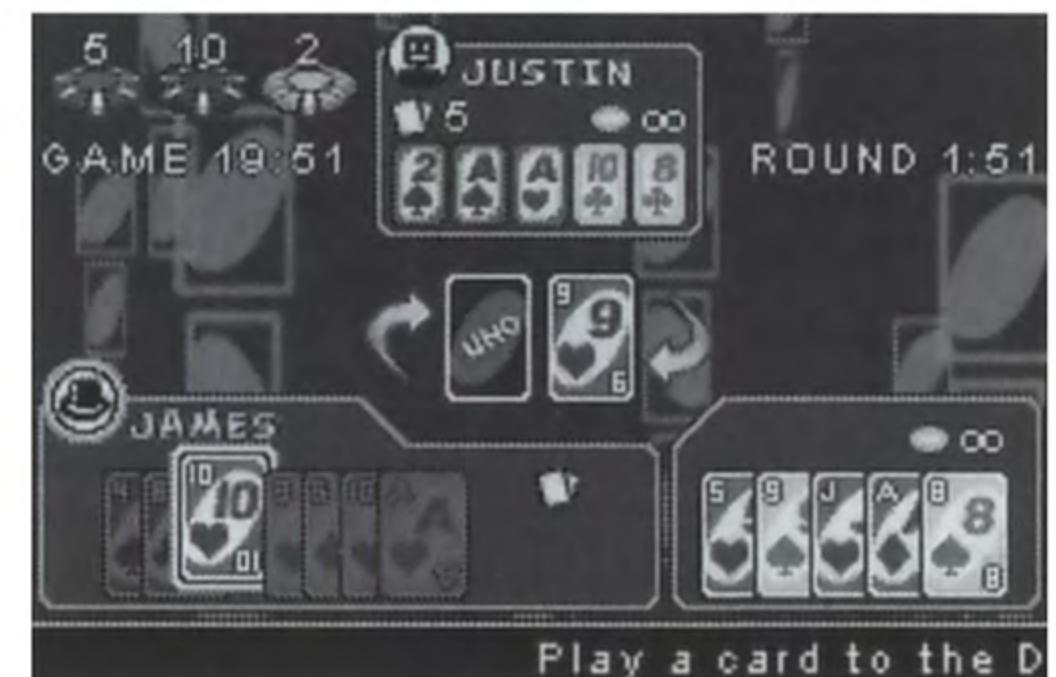
Endurance Mode

Endurance Mode features 2 computer-controlled opponents of normal difficulty. In this mode, you start with 50 chips. The value of your winnings each round is added to your score, which is independent of your chip count. The object is to make your score as high as possible before you run out of chips. Add some strategy to your game!



Timed Mode

Timed Mode features a single computer-controlled opponent of normal difficulty. In this mode, a game lasts 20 minutes, and each round lasts a maximum of 2 minutes. If either timer runs out before either player goes out, the best poker hand is awarded and the value of the pot increases. The value of your winnings each round is added to your score, which can never decrease.



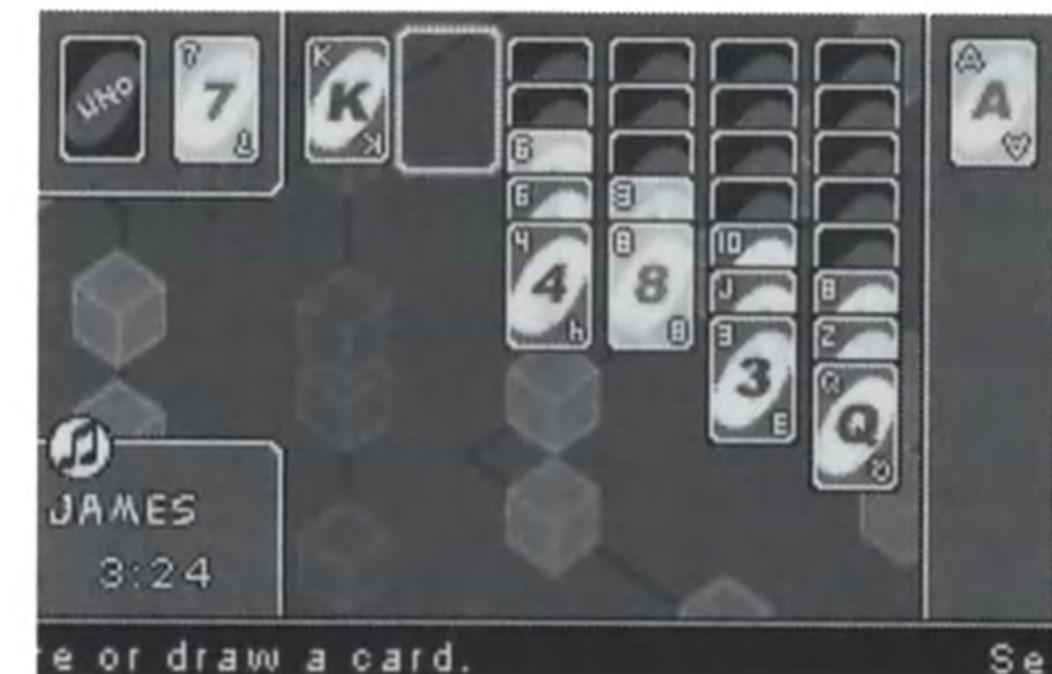
Antes and penalties are paid automatically and have no adverse effect on you. Race against the clock to make your score as high as possible!

UNO 52™ Solitaire

UNO 52™ Solitaire is a blend of UNO® and Solitaire that is loosely based on the UNO 52™ deck. The type of Solitaire used in UNO 52™ Solitaire is the most common version called Klondike. The deck in UNO 52™ Solitaire is a regular deck of 52 cards, but with no suits. Instead, the UNO® colors replace suits. There are also no UNO® action cards in this deck. UNO 52™ Solitaire is played just like regular Solitaire, but with a few exceptions. First, the foundation piles are segmented by UNO® colors instead of suits. There are only six tableau piles and most importantly, the tableau piles are built downward using UNO® matching rules. There is also a five-minute timer.

How to Play Solitaire

In a game of Solitaire, the object is to build the four foundations piles from Ace to King segmented by color. Top-most cards on the tableau piles and the waste pile are in play. They can be placed on a foundation pile in the correct ascending order or on a tableau pile if it can be matched. You can also page through the cards in the stock pile and play those as they are overturned. When a tableau is empty, you can place a king in that spot or place a group of cards that is headed with a king.



CREDITS

Developed by:

BLACK LANTERN STUDIOS, INC.

President and CEO

Richard Woods

VP of Business Development

Derek McDaniel

VP of Operations

Devin Clasby

Finance Director

Teresa Gloe

Art Director

Matt Raithel

Development Director

David Wilcox

Producer

Andrew P. Bilyk

Lead Programmer

Kyle Rayburn

Lead Artist

Chris Moore

Game Designers

Nikki Graham

Doug Hill

Programmers

Zach Allen

Tim Stephens

Additional Programming

Andrew P. Bilyk

Tools Programmer

David Wilcox

Artists

Andy Goodwin

Gary Bedell

Andrew Dour

Music Composed by

Chad Seiter

Jared Hudson

Orchestrator

Jake Kaufman

Music Engineer

Jake Kaufman

Lead Tester

Wes Bowen

Published by:

DESTINATION SOFTWARE INC

VP of Development

Paul Tresise

European Development Manager

Aeron Guy

Producer

James Davis

MATTEL

Director, Games and Interactive

Patricia Masai

Producer

Chip Bumgardner

Brand Manager

Joy Mann

ECI - QA

Managing Director

Rupert Young

Managers

Sharad Chaturvedi

Rajesh GS

Lead Testers

Jeffin Raj Paul

Debdeul Baul

Test Team

Krunal Kore

Rajiv Mayanak

Shashank Ambre

Kaushik Raul

Salvador Fernandes

Vishal Karkera

Dylan Coelho

Sajjan Choudhary

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DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

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Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
1-888-654-4447
www.DSIGames.com

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